

## M15.3 > Input System

### Controls + Inputs

#### Touch input

Imagine *Turned* to be a mobile-first game so touch recognition and control would be my priority when setting up my input system. Touch would be used for almost every aspect of the game, using inventory items, nominating and voting for other players, and to activating information panels throughout the GUI.

#### Keyboard input

Though keyboard input would be used sparingly in *Turned*, those uses are important. Keyboard input is crucial for inputting information into the game's text fields, primarily inputting your name when joining the game and when messaging other players.

#### Mouse movement and left click input

In addition to touch input, I'll also implement mouse movement and click input for usability as well as offering the option to run the game from a mouse-connected tablet or desktop computer, which would allow the in-game timer, countdown music, and other

public information to be shared on a larger shared screen or even a television.